

## **Debriefing guideline for the club pennant performance**

### **Opposition club name.....**

(We do debriefs once we have entertained our opposition guests and they have departed.)

#### ***Preamble***

It is imperative as fair dinkum members that we always review pennant performance – sometimes even wins hide sins. How else can we together steer for the future.

My idea for each and every one of the four in the rink is to:

- Listen to the other three.
- Contribute an opinion or statement on yourself and the other three.
- Accede to ONE team ranking on the performance of the four of you who played today.

#### ***Statistics - purpose for keeping them***

My prime purpose is to use them when the rink meets after each segment (say ends 5, 10, 15) to gauge what we are doing and the strategy to employ for the next segment with a view to winning. Of course, their added value is to assist in the review of our personal and team performance after the game.

#### ***Statistics recorded of ML / effective bowls***

Stats are a prime guide, but not the only measure of rating performance; for the top 3 sides the ML/ effective aim would be:

Lead	33% or 14/42 deliveries
Second	30% or 12/42 deliveries
Third	27% or 11/42 deliveries
Skip	24% or 10/42 deliveries

Where the player in the position reaches that score, I would say on this basis they are rating performance at 5/10, then subject to other considerations (measurable objectives & observable behaviours) as discussed within the rink.

(N.B. \_ A draw bowl that finishes behind the head, yet just beyond a ML, is of great value to us, BUT it is not within a ML and thus is not given a tick; same as a bowl asked to be a metre into the head, yet is delivered 3 metres over and gets a result – it is not a tick as the delivery was not at the weight sought: subjective agreed, but intended to ensure we can deliver what is asked of us long term).

### **Guideline to have your rink discussion**

#### **Priority comments**

- What was one thing you did well today? Now having explained that, allow each of the others to tell you one thing they thought you did well today. All four of you do this.
- What is one thing you can improve on from today? Having explained this, now allow each of the others to make a comment on one thing you can improve on from today. All four of you do this.
- Team discussion - what did we set out to achieve today and how did it go?
- Team discussion - what worked OK as a part of the team game plan?
- Team discussion - why did we win / lose?
- Team discussion - agree on the ONE performance rating for the four team members?

#### **Secondary comments (time or interest permitting)**

- What do we do / change to succeed as a rink?

**website [www.lachlantighebowls.com](http://www.lachlantighebowls.com)**

**Lachlan Tighe, Email [l.a.tighe@bigpond.com](mailto:l.a.tighe@bigpond.com) mob 0409 532 953**

**Website menu – measured, appraisal  
Debrief guideline for teams, players**

- What did we learn about today’s opponents?
- What caused pressure in the TEAM

**Player Name:                  Date:                                  Event:                                  Rink:                                  Start Time:**

- **PRIMARY GOAL:**
- **Goals for the pennant Game (2 examples, insert your own)**
- **Player goals    Rink (team) goals**

<b>get first bowl mat length, 30% ends</b>	<b>win a minimum 2/5 ends per segment</b>
<b>get 40% of bowls as ML/ effective</b>	<b>win 11/21 ends</b>
	<b>Keep end losses to a maximum of 2 shots</b>

**Player Performance Rating**

I prescribe these numbers to reflect the rating of today’s performance and provide it to the selectors per agreed process.

1-2 = no good; 3 = just a game; 4 = OK for today, 5-6 = solid, good; 7 = very good; 8-9 = exceptional; 10 = perfect.

Examples of **measurable objectives** beyond ML / effective delivery stats:

- Rink to win at worst a minimum 9/21 ends.
- Lead to deliver jack to prescribed length 80% time.
- Lead / Second to have 2/4 bowls effective 11/21 ends.
- Rink losses kept to a minimum of 2 shots.
- Rink to keep game loss to singles figures (< 10 shots).
- MCC (Melbourne Cricket Club) to win every home game.
- Rink meetings conducted in segments, if viable e.g. ends 5, 10, 15.

Examples of **observable behaviours** influencing player performance rating:

- Team spirit / factor of each player
- Anxiety / frustration level / demeanour - of any one player
- Tactical nous / decisions of skip, third
- Communication / calls of skip, third
- Concentration / focus levels of any one player
- Positivity level of any player
- Segment meeting contribution

***Debriefing competition to use for future Training performance***

What will you now do differently next session.

What purpose will you have when attending next training.

What major lesson have you learnt from last pennant game.

How will you apply the lesson at training.

And N.B. \_ Near enough is good enough maybe for you, but not good enough for me the coach if you show that approach to training it will be a cause for your exclusion.

Lachlan Tighe, 2015